

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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STARTING THE GAME

COMMAND SUMMARY

These commands describe every situation.

How to Play

Front End Controls

- 1. Move the mouse to highlight an option or toggle.
- 2. Left-click to select.

Basic In-Game Controls

This manual uses MS Sidewinder controls as default. Use this table to convert documented key presses to your particular method of control.

ATTACK	SIDEWINDER	GRIP	GAMEPAD PRO	KEYBOARD	4-BUTTON CONTROLLER	2-BUTTON CONTROLLER
Movement	D-Pad	D-Pad	D-Pad	UP/DOWN/ LEFT/RIGHT arrow keys	D-Pad	D-Pad
Pass	B	B	Yellow Button	S	Yellow Button	Button 1
Shoot	C	C	Green Button	D	Green Button	Button 2
Sprint	Y	Y	Blue Button	W	Blue Button	
Lob	A	A	Red Button	A	Red Button	
Through Pass	X	X	L1	Q		
Hurdle	L	L	L2	Left Shift or CTRL		
Shielding	Z	Z	R1	E		
360 Spin	R	R	R2	O(Ins) or Alt		
Pause Game	Start	ESC	Start	ESC	ESC	ESC

When your player has the ball

Shoot

Press C
Use the D-Pad to aim the shot.

Speed burst

Tap Y
Each tap gives the player a short burst of speed
Note: Using speed burst tires players.



Pass

Press B
The player will pass to the teammate with the target control highlight around him. Use the D-Pad to pick different pass receivers.

Lob

Press A
This sends an aerial pass to a player further down field.

When the opponent has the ball

Tackle

Press **C**

Your player briefly chases the player in possession of the ball and attempts to tackle him.

Speed burst

Tap **Y**

Each tap gives the player a short burst of speed.

Note: Using speed burst tires players.



Switch Player

Press **B**

Swap control to the player closest to the ball. Watch for the control highlight that appears under the closest player. Practice switching players to get the hang of controlling your team.

Aggressive Tackle

Press **A**

Your player makes a vigorous attempt to tackle the ball away from an opponent. Use with caution – this can result in fouls!

Control Highlights

Controlled Player



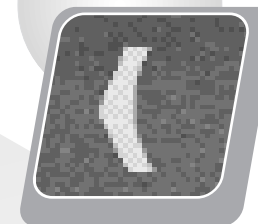
This icon represents a controlled player in possession of the ball.



This icon represents a controlled player (not in possession)



This icon represents a controlled player off-screen



Closest Player



This icon represents your closest player onscreen



This icon represents a potential pass receiver off-screen.



Pass Potential Indicator



This icon points to the potential receiver of a pass

Red = Blocked
Green = Open



In dead ball situations. . .

Throw-Ins, Free Kicks, Corner Kicks and Goal Kicks

In Possession

Move Arrow/Target

D-Pad

Take kick/throw ball

B

Note: The longer you hold the button, the more power your player puts behind his kick.

Icon Attack

A, Y or C

Add Ballspin Left

L (Hold)

Add Ballspin Right

R (Hold)

Select Set Piece

M button

In Defence

Move player

D-Pad

Switch player

B

Icon Defend

A, Y or C

Penalty Kick

Kick Taker

Target Shot

D-Pad

Switch Kicking Side

A

Switch Player

(Not available in Penalty Kick Shoot-out)

B

Shot

C

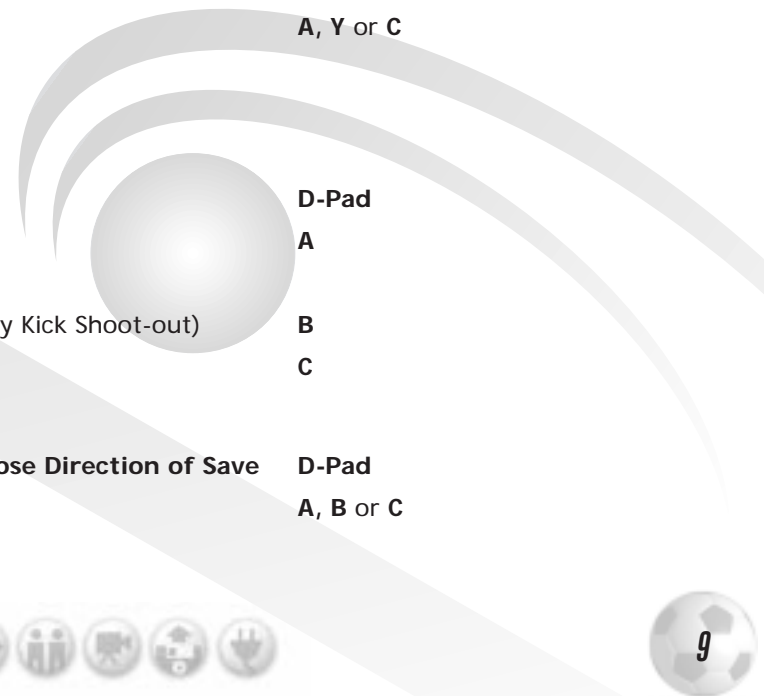
Goal Keeper

Move Along Line/Choose Direction of Save

D-Pad

Attempt Save

A, B or C



Intermediate controls

Note: Where the term **tap** is used, hit the specified button in a short, sharp fashion.

Shooting

To target different areas of the net, press the D-Pad based on the direction your player is facing. Pointing towards the opponent's net will shoot high. To drive a low hard shot pull away from the opponents net.

Passing

Through Pass

Hitting Hard

Hard Tackle

Note: A hard tackle often draws the attentions of the referee and may even injure the opposing player. As such, only the desperate player is likely to use this move!

Note: On the Gravis GriP, press **X**

Shielding

Shielding

Use this move to have your player protect the ball from an incoming tackler or when receiving a pass in a crowd of players.

Note: Release the button when you want to stop shielding

Goalie control

Goalie charge

Note: On the Gravis GriP, **hold Z**

Pick up the ball

Drop the ball

Drop Kick

Throw Out

Note: If the ball has gone out of play, your keeper must take a goal kick.

X

Z

Hold Z

Hold X

X

X

B or C

A

Heading

Header on goal

Tap C

Head the ball to a team mate's head

Tap A

Head the ball to a team mate's feet

Tap B

The earlier you attempt a header the better it is - use the D-Pad to pick a receiver. If you're heading on goal, use the D-Pad at the moment of contact to target a specific area within the net.

Volleying

Volley or Bicycle Kick Shot

Double tap C

Volley to a team mate's head

Double tap A

Volley to a team mate's feet

Double tap B

Volleying requires more time and space than heading - remember, a header will connect with an airborne ball before a volley but a successful volley has far more power behind it.

Advanced Controls

One touch – tap while the ball is loose or being passed

First-Time Lob

Press A

First-Time Pass

Press B

First-Time Through Pass

Press X

First-Time Shot

Press C

Special shooting techniques:

Side-foot shot

Press B

Press this button in the opposing 18yd box when there are no pass targets and the player takes a cheeky side-foot shot.

Skill Moves

To activate Skill Moves, tap or press the following buttons.

BUTTON	TAP	PRESS
L	Hurdle	Sideways Shimmy
R	360 Spin	Flickover

In-Game Tactics (IGT)

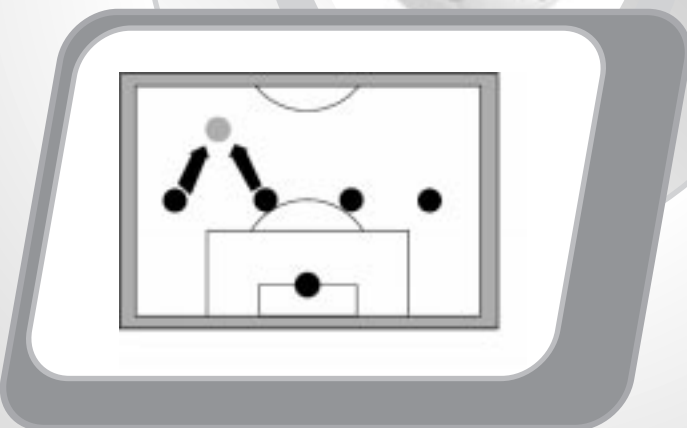
To activate a defensive tactic, press one of the following.

IN-GAME TACTICS	SIDEWINDER	GAMEPAD PRO	KEYBOARD	GRIP
Attacking press	L	L2	Left Shift or CTRL	L
Offside Trap	R	R2	O(Ins) or Alt	R

Note: These moves are unavailable to players using 2 or 4 button controllers

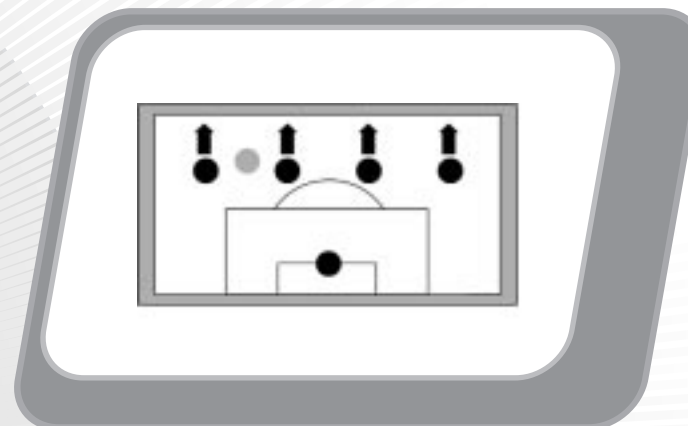
Attacking Press

Apply extra pressure to an opposing player in possession.



Offside Trap

Your defence push up the field in an attempt to place the attacking players offside.



Tactic Indicator Control highlight



Any player affected by an IGT has a control highlight beneath him for the duration the tactic is active.



Note: IGTs can only be activated when the opposing team has the ball.

In Game Management (IGM)

Note: In Game Management is unavailable to players using 2 or 4 button controllers

IN-GAME MANAGEMENT	SIDEWINDER	GAMEPAD PRO	KEYBOARD	GRIP
Toggle IGM	M	Select	Spacebar	Double Tap Z

Change a team's formation and strategy during play to one of 3 settings you've created (IGM #1-IGM #3). Once you press a button to activate a formation and strategy, that setting remains until another is activated or a new game is started.

To program custom In Game Management settings for Formation and Strategy:

1. Select TEAM MANAGEMENT from the Pause Menu, then select IGM.
2. You can select Formation and Strategy for each of IGM 1, 2 and 3.
3. Modify the settings how you like.

Note: Your team starts the game with IGM#1 active.

Set Pieces

Set Pieces are pre-arranged tactical plays that a football team uses in dead ball situations such as Free Kicks, Corner Kicks and Throw-ins. In *FIFA 2000*, three players are highlighted with Attack icons and they perform special runs when the specific Set Piece begins.

SET PIECES	SIDEWINDER	GAMEPAD PRO	KEYBOARD	GRIP
Toggle Set Pieces	M	Select	Spacebar	Double Tap Z

To change Set Pieces during a match:

1. Press the **M** button to activate the Set Piece countdown. When the Set Piece indicator stops flashing and goes solid, the Set Piece begins
2. Now choose a player using the Icon Attack buttons

Note: There are 3 Set Pieces to choose from.



To defend against a Set Piece:

- When the Set Piece begins, choose an opposing player to double up on using the Icon Defend buttons. But be careful - picking the wrong player can leave your defence dangerously exposed!

Note: Set Pieces are unavailable for Goal Kicks

MATCH SELECT

Select a mode of play, set options, edit teams or load a saved game.



Friendly

In Friendly Mode, you may match up one team against any other.

Tournaments

Select TOURNAMENTS from the Match Select screen to access the following options: CUP, CUSTOM CUP, CUSTOM LEAGUE and CANCEL.

Cup

Choose from two European cups (EFA TROPHY, EUROPEAN CHAMPIONSHIP), or the WORLD CUP and duke it out with the best of the rest!

Custom Cup

Create your own Cup tournament and choose the teams who will take part

Custom Cup Creator

Select club teams from any of FIFA 2000's supported leagues as well as a selection of International or 'Rest of World' sides. Choose whether you want to play a Round Robin League + Knock-out stage or a simple Knock-out Cup competition.

Note: The Auto Select button may be used to instantly select any remaining teams.

Custom League

Create your own League structure and choose teams.

Custom League Creator

The Custom League Creator allows you to create and name your own League featuring both Club and International Teams. You may select from 2-24 teams to play a defined number of matches.

Note: If you have less than four teams in your Custom league you cannot select a single Round Robin format.

Cancel

Select this option to return to the Match Select screen

Season

In Season mode, choose a team from any of 14 international leagues, take control and guide them through multiple seasons. You play every game in a full season including Cup matches. Perform well and you might even qualify for a European cup!

Training

Use a selection of training drills to practice your ball skills.

Team Management

Control every aspect of your team's performance with Team Management

- Access the TEAM MANAGEMENT screen from the MATCH SELECT screen, the STANDINGS screen, the KNOCK-OUT screen or the PAUSE MENU.
- Any team changes made from a league or cup mode are specific to that tournament and are saved automatically when that league or cup is saved.

Note: Changes made in the PAUSE MENU are reset after a game is finished. Changes made in the front-end carry over from game to game.

Starting Line Up

To change the starting line-up or substitute players

- Select the first player then select a second player. The two players are automatically swapped.

In Game Management

- Use In Game Management to switch formations, and strategy on the fly.

Kick Takers

1. Choose the player you want to take a kick, then click on his name.
2. Now, click on the player name below the type of kick you want him to be responsible for.

Key to Player Attribute Abbreviations

SPD:	Speed
SHT:	Shooting
PSS:	Passing
HDR:	Headers
TKL:	Tackle
FIT:	Fitness
BC:	Ball control
STR:	Strength

Key to Goal Keeper Attribute Abbreviations

KSK:	Skills
KAG:	Aggression
KPS:	Positioning

You can put any player in goal but their Goalkeeper attributes won't be very strong at all!

Customise Cameras

Adjust the height and zoom of each in-game camera to fine-tune your view of the action.

To Customise a Camera View

1. Go to the PAUSE MENU.
2. Highlight and select CAMERAS.
3. Highlight and select CUSTOMISE
4. Use the arrow toggles to choose the camera you wish to customise. The current settings and the view of the pitch appear.
5. Use the slider bars to adjust the height and zoom of the chosen camera.

Note: Click the Reset Button to return the camera to its default settings.

Options

Allow you to change game settings from:

- Match Options
- Gameplay Options
- Visual Options
- Audio Options
- Render Options

Customise

Player Edit and Team Edit

- Customise player appearances.
- Create a player to excel at his position by customising 8 player skills (e.g. Speed, Shooting, Fitness).
- Change player position.
- Customise the appearance of the kits for any team; you can create some really outrageous combinations!

To Save changes

- Highlight and select the Save Changes icon.

Note: If you want to customise players or squads, you must do so *before* entering a Season or Tournament mode.

Transfers

The Transfers option allows users to trade players with other Club teams. Each team is allocated a bankroll, based on their actual resources, reputation and history.

Transferring a player:

1. Select the two Clubs between which you wish to trade a player.
 2. Select the desired player and, if the purchasing team has the funds and less than 25 players in the squad, the transfer takes place.
- Only Club teams may make Transfers and each team must retain between 16 and 25 players on their roster.

Note: When you reset Saved transfers, ALL Transfers in that database are lost.

Saving and Loading Games

You can save your *FIFA 2000* progress and settings at the completion of any League or Cup match. If you exit the game mode without saving, you lose all progress made during that gameplay session.

- Previously saved games may be loaded at the Match Select screen.
- You may save up to 20 games

To Save A FIFA 2000 League or Cup:

1. In the STANDINGS or KNOCK-OUT screen, after a *FIFA 2000* match, select the SAVE GAME icon on the Icon Menu Bar. The SAVE GAME screen appears.
2. Highlight the slot to which you want to save, then select that slot to save your game. The tournament is saved

Note: A saved game has its own database. Any changes made to teams from within a saved game stay specific to that saved game and do not alter original settings.

To Load a saved FIFA 2000 League or Cup:

1. From the MATCH SELECT screen, highlight and select the LOAD GAME icon.
2. Highlight the slot from which you want to load, then select that slot. The selected saved game then loads.

Instant Replay

Mouse control is required to position the free cam:

- To zoom in, move the cursor towards the top of the screen, then right-click.
- To zoom out, move the cursor towards the bottom of the screen, then right-click.
- To raise the camera, move the cursor to the top of the screen, then left-click.
- To lower the camera, move the cursor towards the bottom of the screen, then left-click.
- To rotate the camera left/right, move the cursor to the left or right edge of the screen, then left-click.

Modem/Network Play

Modem, Network and Serial play can be accessed from the MATCH SELECT Screen. Select the MULTIPLAYER icon to access these connection options. For further information about Multiplayer games, please see the enclosed Reference Card.



Warranty and Service Information

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